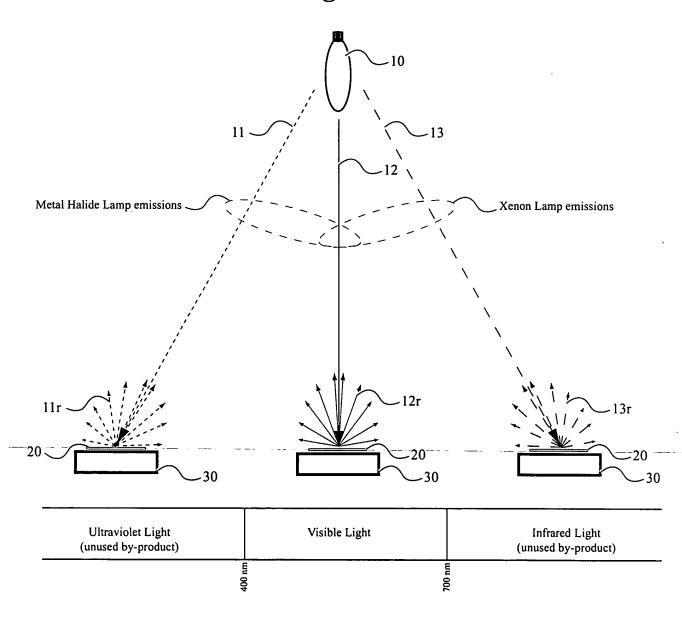


Fig. 17 -13 \_12 \ Metal Halide Lamp emissions Xenon Lamp emissions - 12r \_13r -30 -30 30 Ultraviolet Light (unused by-product) Visible Light Infrared Light (unused by-product)

700 nm

400 nm

Fig. 17



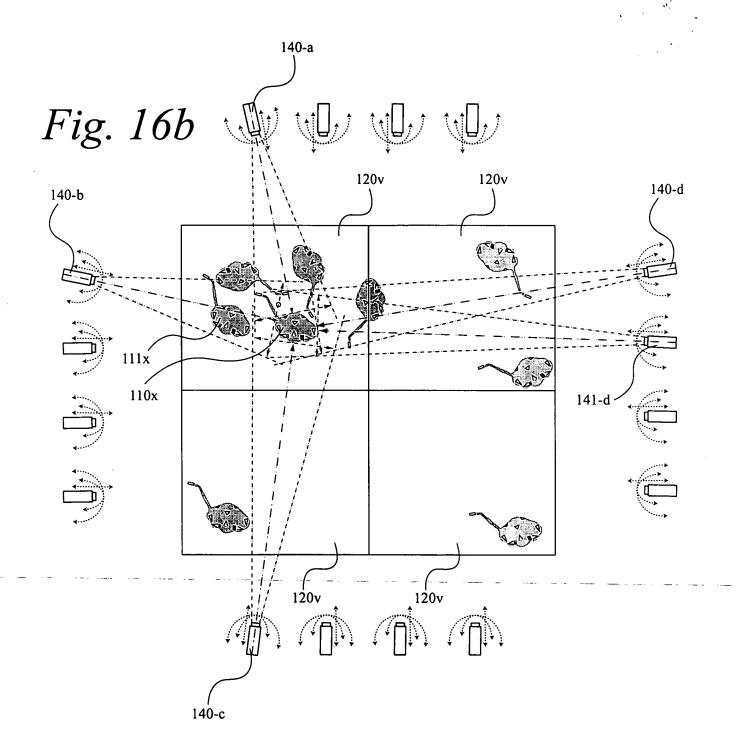
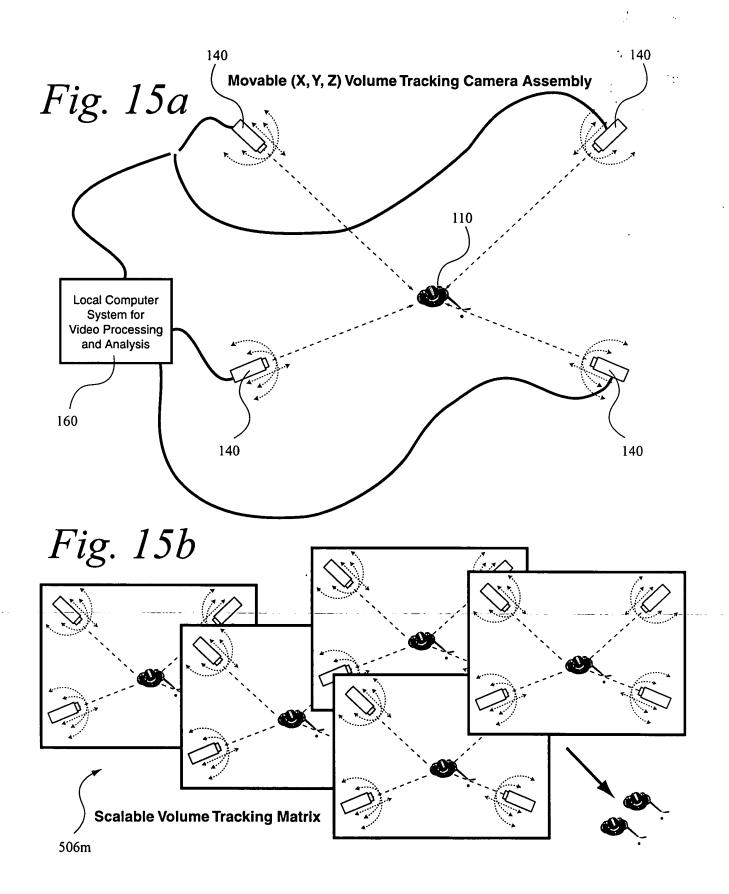


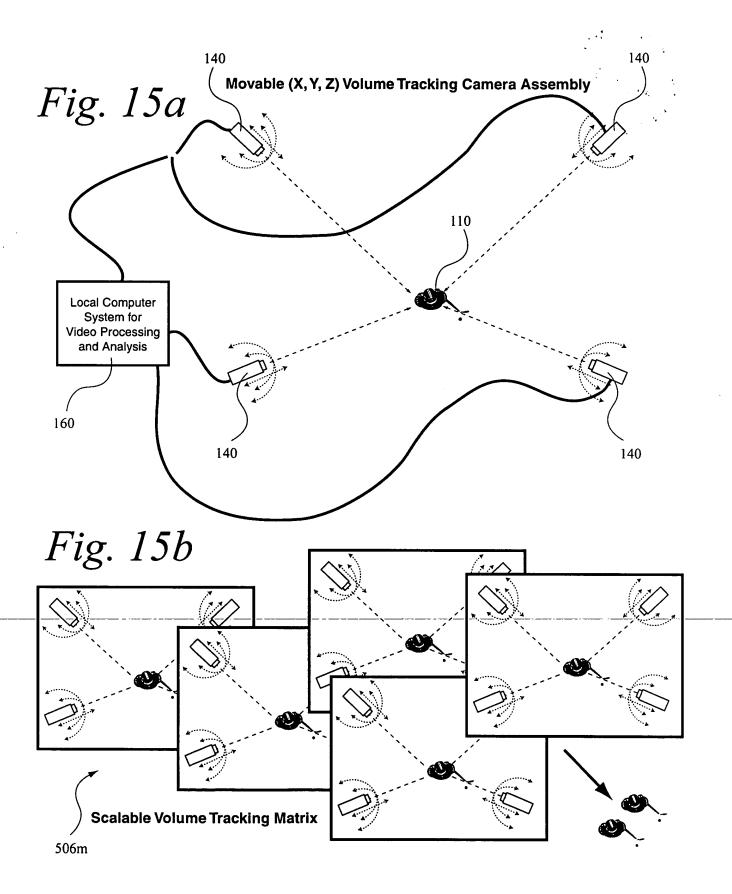
Fig. 16a

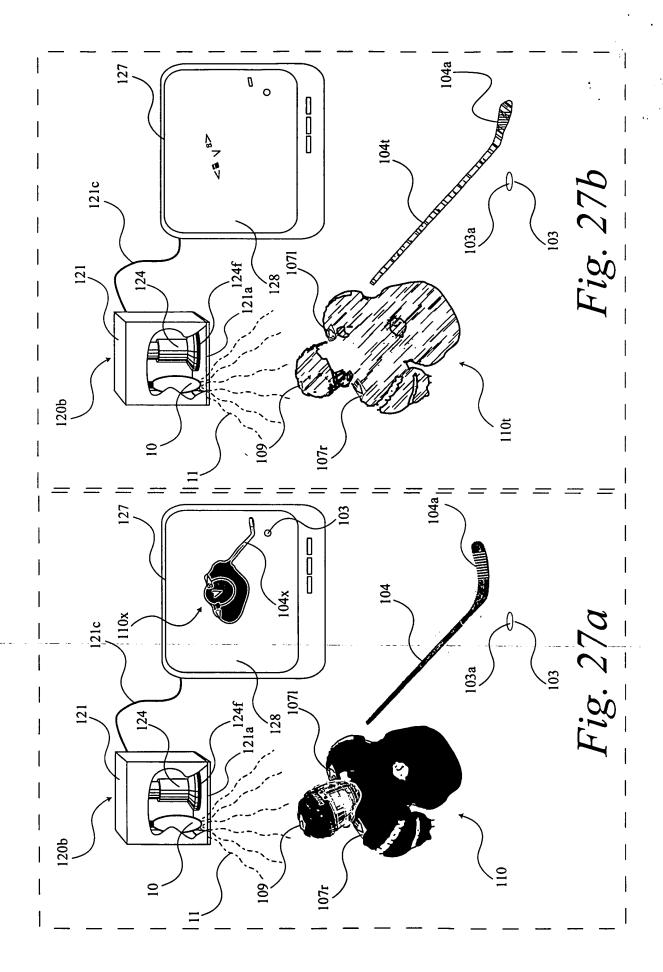
|   | Player at close range | Player at mid-range | Player at far range |
|---|-----------------------|---------------------|---------------------|
| Fixed (X, Y, Z) Volume Tracking Cameras   | 110x                  | 126                 | 126                 |
| Movable (X, Y, Z) Volume Tracking Cameras | 140                   | 110x                | 140                 |

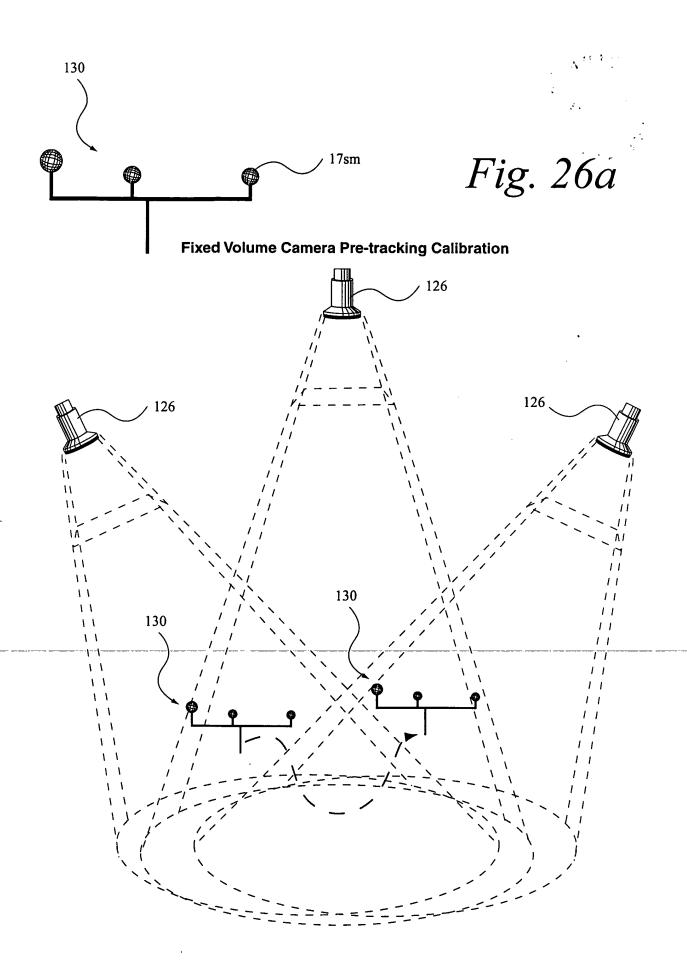
Fig. 16a

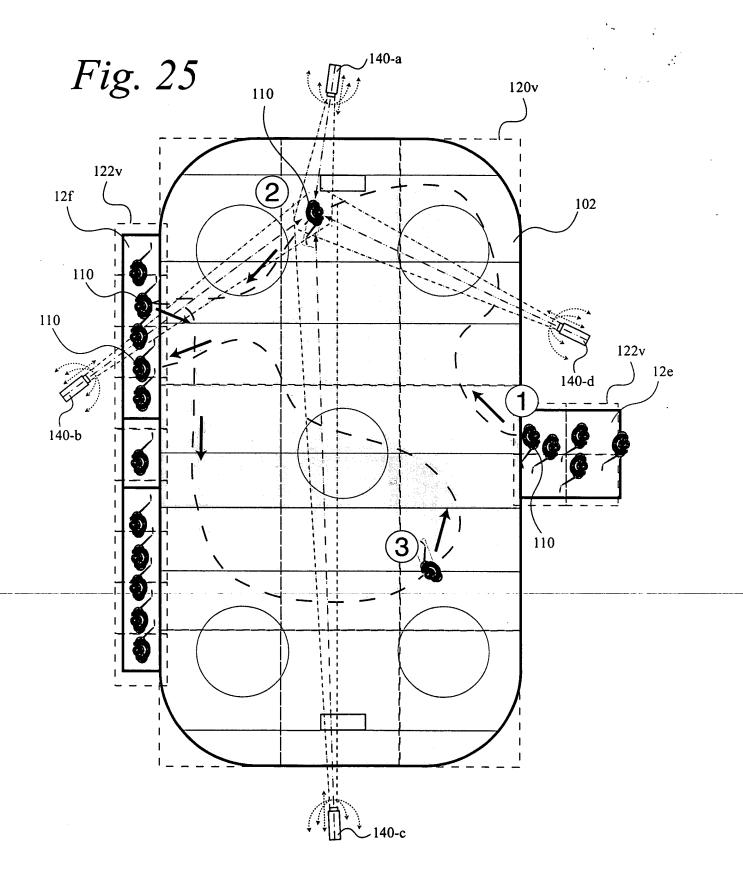
|   | Player at close range | Player at mid-range | Player at far range |
|---|-----------------------|---------------------|---------------------|
| Fixed (X, Y, Z) Volume Tracking Cameras   | 110x                  | 110x                | 110x                |
| Movable (X, Y, Z) Volume Tracking Cameras | 140<br>1-10x          | 110x                | 140<br>110x         |

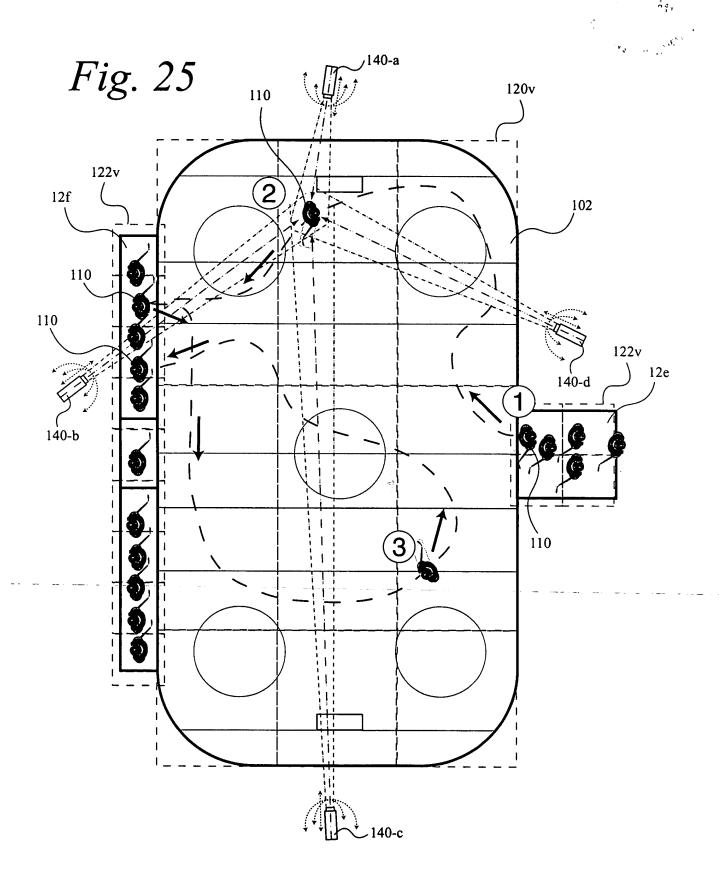


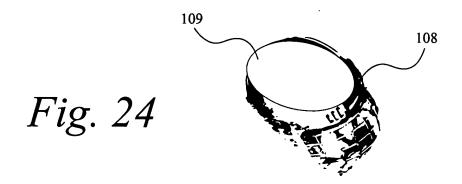


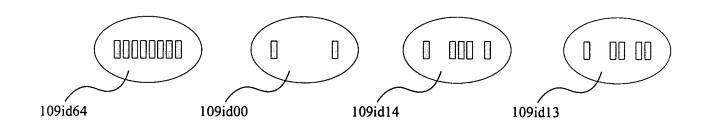


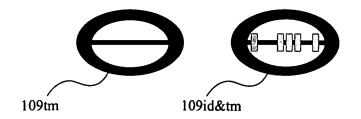


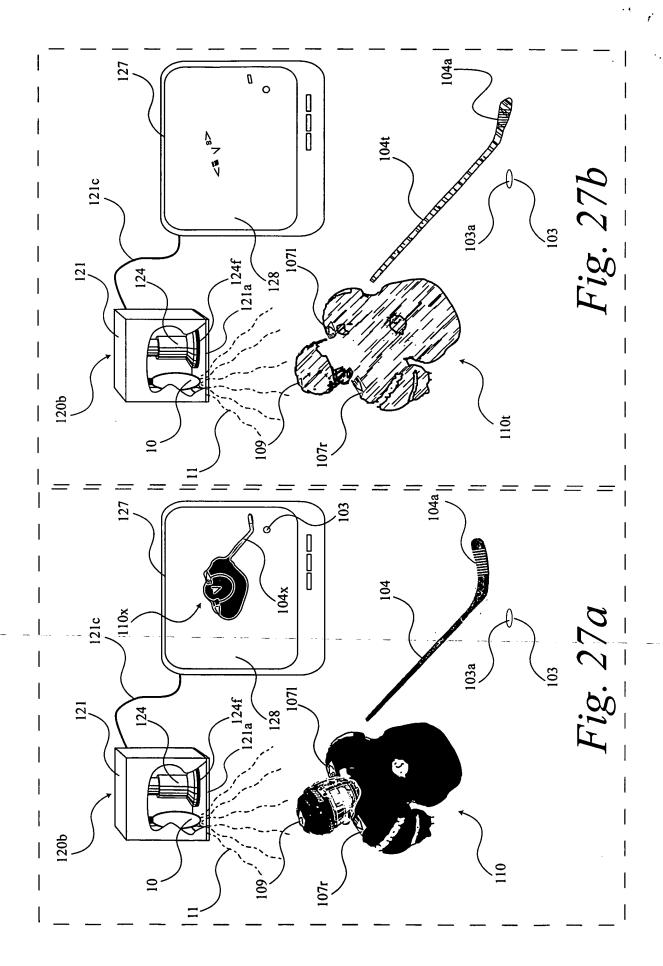


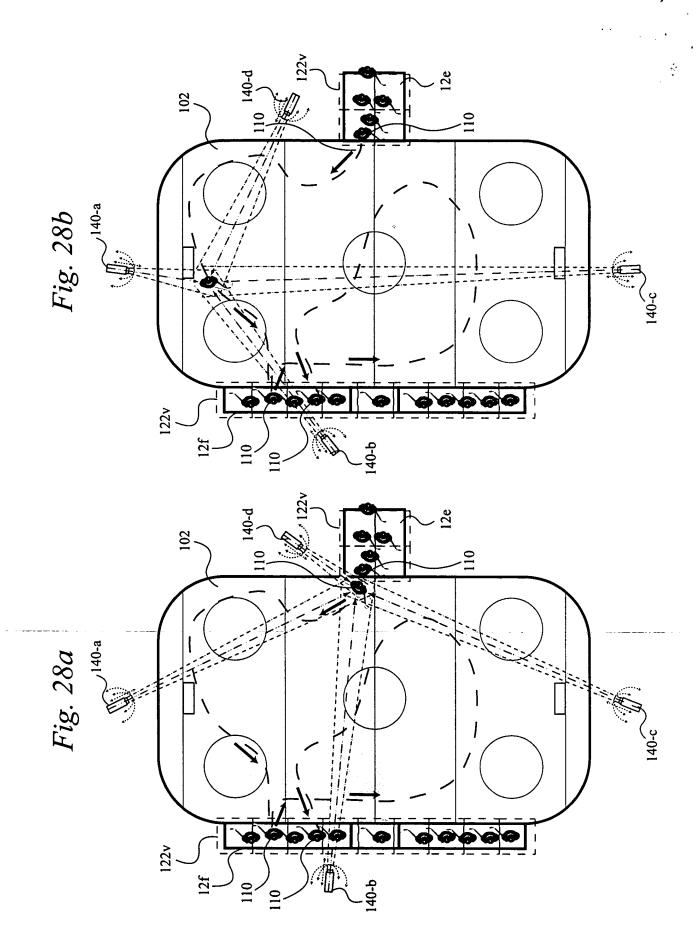


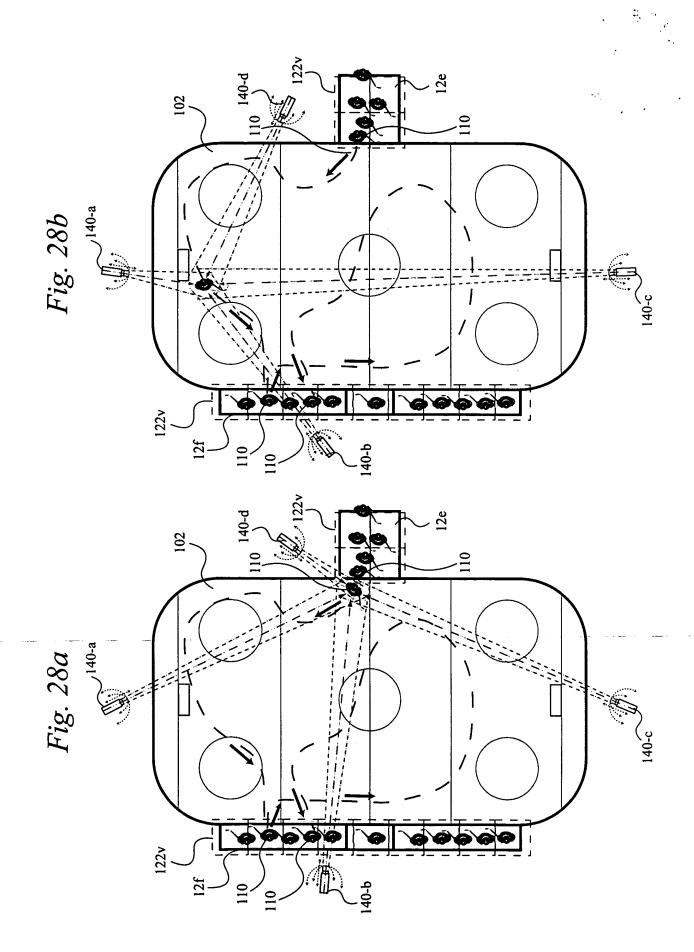












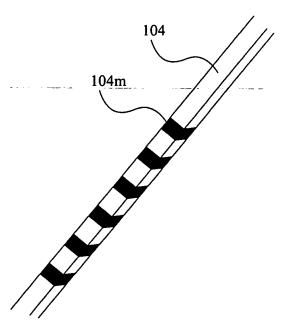
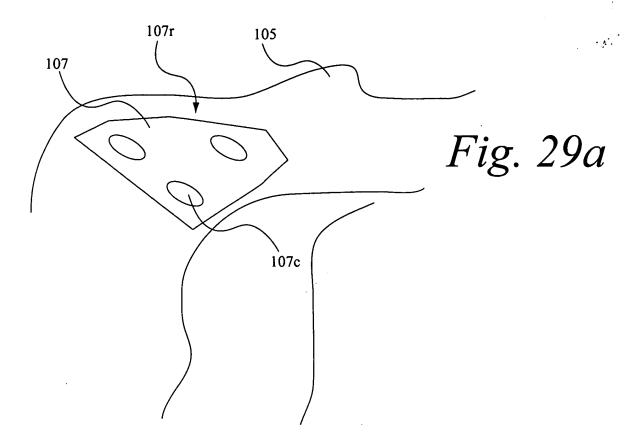


Fig. 29b



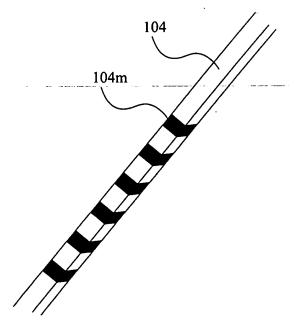


Fig. 29b

